AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Previously presented) A game system in which two game spaces, which are each defined as a predetermined portion of a virtual space, are separately displayed respectively on two displays which are a first display and a second display, the game system comprising:

first display control programmed logic circuitry that causes an object, contained in a first game space represented by a three-dimensional coordinate system, to be displayed on the first display;

second display control programmed logic circuitry that causes an object, contained in a second game space represented by a two-dimensional coordinate system, to be displayed on the second display; and

coordinate converting programmed logic circuitry which performs a coordinate conversion process, in which coordinates indicating a current location of the object in the first game space are projected on a plane corresponding to the second game space, so as to convert the coordinates in the first game space to coordinates in the second game space, thereby calculating coordinates indicating a location of a shadow of the object, wherein

the second display control programmed logic circuitry further displays an image, created so as to correspond to the object which is present in the first game space and whose coordinates have been projected in the location indicated by the coordinates calculated by the coordinate conversion process, as a related image of the object.

2. (Previously presented) The game system according to claim 1, wherein

the first display control programmed logic circuitry causes only the first game space to be displayed on the first display, and

the second display control programmed logic circuitry causes only the second game space to be displayed on the second display.

3. (Previously presented) The game system according to claim 1, wherein

the object is a player character controllable by a player.

4. (Original) The game system according to claim 1, wherein the object is a moving object.

5. (Previously presented) The game system according to claim 1, further comprising:

condition judging programmed logic circuitry configured to determine whether predetermined conditions are satisfied; and

character moving programmed logic circuitry configured to move a player character between the first game space and the second game space when said condition judging programmed logic circuitry determines that the predetermined conditions are satisfied;

character location determining programmed logic circuitry configured to determine in which one of said first game space and said second game the player character is located; and

wherein

when the character location determining programmed logic circuitry determines that the player character is located in the first game space, the first display control programmed logic circuitry causes the player character to be displayed on the first display, and

when the character location determining programmed logic circuitry determines that the player character is located in the second game space, the second display control programmed logic circuitry causes the player character to be displayed on the second display.

6. (Previously presented) The game system according to claim 1, wherein

the second display control programmed logic circuitry causes a related image representing a shadow of an object located in the first game space to be displayed on the second display.

7. (Previously presented) The game system according to claim 1, wherein

the first display control programmed logic circuitry includes a first storage section for storing data used for displaying the first game space,

the second display control programmed logic circuitry includes a second storage section for storing data used for displaying the second game space,

the first storage section stores object data for displaying an object located in the first game space but not located in the second game space,

the second storage section stores related image display data for displaying a related image representing a shadow of the object located in the first game space but not located in the second game space, and

based on the related image display data, the second display control programmed logic circuitry causes said related image representing a shadow to be displayed on the second display.

Claims 8-11 (Canceled)

12. (Previously presented) The game system according to claim 1, wherein

the second display control programmed logic circuitry changes a size of the related image in accordance with a virtual relative positional relationship between the object located in the first game space and the second game space.

13. (Previously presented) The game system according to claim 1, further comprising:

a first game machine for generating image data representing the first game space and outputting the image data to the first display; and

a second game machine for generating image data representing the second game space and outputting the image data to the second display.

14. (Previously presented) The game system according to claim 13, wherein

the second game machine obtains a position in the first game space of the object located in the first game space from the first game machine and, based on the obtained position, causes the related image to be displayed on the second display.

15. (Previously presented) The game system according to claim 13, wherein

the second game machine includes predicting programmed logic circuitry configured to predict a position in the first game space of the object located in the first game space and, based on the predicted position, causes the related image to be displayed on the second display.

16. (Previously presented) The game system according to claim 15, wherein

the second game machine stores a motion pattern of the object located in the first game space, and

based on the motion pattern, the predicting programmed logic circuitry predicts a position in the first game space of the object.

17. (Previously presented) The game system according to claim 13, wherein

the second game machine stores in advance a position of a fixed object fixedly located in the first game space and, based on the position, causes the related image of the fixed object to be displayed.

18. (Previously presented) The game system according to claim 13, wherein

the second game machine is a portable game machine including the second display.

Claim 19 (Canceled)

20. (Previously presented) A method for use with a game system for separately displaying two game spaces, which are each defined as a predetermined portion of a virtual space, respectively on a first display and a second display comprising:

displaying an object contained in a first game space represented by a three-dimensional coordinate system, to be displayed on the first display;

displaying an object contained in a second game space represented by a two-dimensional coordinate system, on the second display; and

performing a coordinate conversion process, in which coordinates indicating a current location of the object in the first game space are projected on a plane corresponding to the second game space, so as to convert the coordinates in the first game space to coordinates in the second game space, thereby calculating coordinates indicating a location of a shadow of the object, wherein

a related image of the object image is created so as to correspond to the object which is present in the first game space and whose coordinates have been projected in the location indicated by the coordinates calculated by the coordinate conversion process.

21. (Previously presented) The method according to claim 20, wherein

only the first game space is displayed on the first display, and

only the second game space is displayed on the second display.

22. (Previously presented) The method according to claim 20, wherein the object is a player character controllable by a player.

23. (Previously presented) The method according to claim 20, wherein the object is a moving object.

24. (Previously presented) The method according to claim 20, further comprising:

judging whether predetermined conditions are satisfied;

determining whether the player character is located in the first game space or the second game space;

moving, when the predetermined conditions are satisfied, a player character between the first game space and the second game space;

displaying, when the player character is located in the first game space, the player character on the first display; and

displaying, when the player character is located in the second game space, the player character on the second display.

25. (Previously presented) The method according to claim 20, further comprising:

displaying said related image of the object located in the first game space but not located in the second game space on the second display.

26. (Previously presented) The method according to claim 20, further comprising:

storing data used for displaying the first game space in a first storage section, the first storage section storing object data for displaying an object located in the first game space but not located in the second game space;

storing data used for displaying the second game space in a second storage section, the second storage section storing related image display data for displaying said related image representing a shadow of the object located in the first game space but not located in the second game space; and

displaying, based on the related image display data, said related image of the object located in the first game space but not located in the second game space on the second display.

Claims 27-30 (Canceled)

31. (Previously presented) The method according to claim 20, further comprising:

changing a size of the related image in accordance with a virtual relative positional relationship between the object located in the first game space and the second game space.

32. (Previously presented) The method according to claim 20, further comprising:

providing a first game machine for generating image data representing the first game space and outputting the image data to the first display; and

providing a second game machine for generating image data representing the second game space and outputting the image data to the second display.

33. (Previously presented) The method according to claim 32, further comprising:

obtaining a position in the first game space of the object located in the first game space from the first game machine by the second game machine; and

displaying, based on the obtained position, the related image on the second display using the second game machine.

34. (Previously presented) The method according to claim 32, further comprising:

predicting a position in the first game space of the object located in the first game space using the second game machine; and

displaying, based on the predicted position, the related image on the second display using the second game machine.

35. (Previously presented) The method according to claim 34, further comprising:

storing a motion pattern of the object located in the first game space in a memory location of the second game machine, and

predicting, based on the motion pattern, a position in the first game space of the object.

36. (Previously presented) The method according to claim 32, further comprising:

storing in advance a position of a fixed object fixedly located in the first game space in a memory location of the second game machine; and

displaying, based on the position, the related image of the fixed object.

37. (Previously presented) The method according to claim 32, wherein the second game machine is a portable game machine including the second display.

Claims 38-45 (Canceled)

46. (Previously presented) A game system in which two game spaces, which are each defined as a predetermined portion of a virtual space, are separately displayed respectively on two displays which are a first display and a second display, the game system comprising:

first display control programmed logic circuitry that causes an object, contained in a first game space represented by a three-dimensional coordinate system, to be displayed on the first display; and

second display control programmed logic circuitry that causes an object, contained in a second game space represented by a two-dimensional coordinate system, to be displayed on the second display, wherein

the first display control programmed logic circuitry includes:

programmed logic circuitry which provisionally places the object present in the second game space, in the first game space at a location on a plane corresponding to the second game space, the location corresponding to a current location of the object in the second game space; and

programmed logic circuitry which, in accordance with a camera capturing the provisionally placed object from the plane's side and in accordance with a light illuminating the provisionally placed object from the plane's side, displays, on the first display, a shadow of the provisionally placed object which is cast on another object in the first game space.

47. (Previously presented) The game system according to claim 46, wherein the first display control programmed logic circuitry causes only the first game space to be displayed on the first display, and

the second display control programmed logic circuitry causes only the second game space to be displayed on the second display.

48. (Previously presented) The game system according to claim 46, further comprising:

condition judging programmed logic circuitry to determine whether predetermined conditions are satisfied; and

character moving programmed logic circuitry to move a player character between the first game space and the second game space when said condition judging programmed logic circuitry determines that the predetermined conditions are satisfied;

character location determining programmed logic circuitry to determine in which one of said first game space and said second game space the player character is located; and wherein

when the character location determining programmed logic circuitry determines that the player character is located in the first game space, the first display control programmed logic circuitry causes the player character to be displayed on the first display, and

when the character location determining programmed logic circuitry determines that the player character is located in the second game space, the second display control programmed logic circuitry causes the player character to be displayed on the second display.

49. (Previously presented) A game system in which two game spaces, which are each defined as a predetermined portion of a virtual space, are separately displayed respectively on two displays which are a first display and a second display, the game system comprising:

first display control programmed logic circuitry that causes an object, contained in a first game space represented by a three-dimensional coordinate system, to be displayed on the first display; and

second display control programmed logic circuitry that causes an object, contained in a second game space represented by a two-dimensional coordinate system, to be displayed on the second display, wherein

the first display control programmed logic circuitry includes:

programmed logic circuitry which provisionally places a shadow volume prepared in advance whose shape corresponds to a shape of the object present in the second game space, in the first game space at a location on a plane corresponding to the second game space, the location corresponding to a current location of the object in the second game space; and

programmed logic circuitry which, in accordance with a camera capturing the shadow volume from the plane's side and in accordance with the shadow volume, displays, on the first display, a shadow which is formed on the object in the first game space due to the shadow volume.

50. (Previously presented) The game system according to claim 49, wherein the first display control programmed logic circuitry causes only the first game space to be displayed on the first display, and

the second display control programmed logic circuitry causes only the second game space to be displayed on the second display.

51. (Previously presented) The game system according to claim 49, further comprising:

condition judging programmed logic circuitry to determine whether predetermined conditions are satisfied; and

character moving programmed logic circuitry to move a player character between the first game space and the second game space when said condition judging programmed logic circuitry determines that the predetermined conditions are satisfied;

character location determining programmed logic circuitry to determine in which one of said first game space and said second game space the player character is located; and wherein

when the character location determining programmed logic circuitry determines that the player character is located in the first game space, the first display control programmed logic circuitry causes the player character to be displayed on the first display, and

when the character location determining programmed logic circuitry determines that the player character is located in the second game space, the second display control programmed logic circuitry causes the player character to be displayed on the second display.

52. (New) A method for a game system in which two game spaces, which are each defined as a predetermined portion of a virtual space, are separately displayed respectively on a first display and a second display, comprising:

displaying a first object, contained in a first game space represented by a three-dimensional coordinate system, on the first display; and

displaying a second object, contained in a second game space represented by a two-dimensional coordinate system, on the second display;

provisionally placing the second object present in the second game space into the first game space at a location on a plane within the first game space that corresponds to a relative position of the second game space with respect to the first game space, the location on the plane corresponding to a current location of the second object in the second game space; and

displaying on the first display, in accordance with a camera capturing the provisionally placed object from the plane's side and in accordance with a light illuminating the provisionally placed object from the plane's side, a shadow of the provisionally placed object which is cast on another object in the first game space.

53. (New) The method of claim 52, wherein only the first game space is displayed on the first display, and

only the second game space is displayed on the second display.

54. (New) The method of claim 52, further comprising:

determining whether predetermined game conditions are satisfied;

moving a player character between the first game space and the second game space when said predetermined game conditions are satisfied;

determining in which one of said first game space and said second game space the player character is located;

displaying the player character on the first display when the player character is determined to be located in the first game space; and

when the player character is determined to be located in the second game space, displaying the player character on the second display.

55. (New) A method for a game system in which two game spaces, which are each defined as a predetermined portion of a virtual space, are separately displayed respectively on a first display and a second display, the game system comprising:

displaying a first object, contained in a first game space represented by a three-dimensional coordinate system, on the first display;

displaying a second object, contained in a second game space represented by a two-dimensional coordinate system, on the second display;

provisionally placing a shadow volume prepared in advance whose shape corresponds to a shape of the second object present in the second game space into the first game space at a location on a plane within the first game space that corresponds to a relative position of the second game space with respect to the first game space, the location on the plane corresponding to a current location of the second object in the second game space; and

displaying on the first display, in accordance with a camera capturing the shadow volume from the plane's side and in accordance with the shadow volume, a shadow which is formed on the object in the first game space due to the shadow volume.

56. (New) The method of claim 55, wherein only the first game space is displayed on the first display, and

only the second game space is displayed on the second display.

57. (New) The method according to claim 55, further comprising:

determining whether predetermined game conditions are satisfied;

moving a player character between the first game space and the second game space when said predetermine game conditions are satisfied;

determining in which one of said first game space and said second game space the player character is located;

displaying the player character on the first display when the player character is determined to be located in the first game space; and

when the player character is determined to be located in the second game space, displaying the player character on the second display.